Alwa's Awakening

Instruction Booklet

Thank you!

You have just made a perfect choice by selecting and purchasing a quality product from Elden Pixels. Please read this manual carefully before starting your adventure.

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Let's make a game. How hard can it be?

When we started this project back in 2014 we knew it would be a lot of work.
More than two years have passed and there have been so many late nights and weekends for all of us on the team but we are so incredibly happy to finally be able to say - The game is now released!

There have been times when it felt like we were never going to be finished and some times when reality struck us and almost made us quit. But we gave it all we had and we're incredibly proud over what we accomplished. A retro game for passionate players made by a team passionate for retro gaming.

From the bottom of our hearts - THANK YOU for playing Alwa's Awakening and we really hope you enjoy the game!

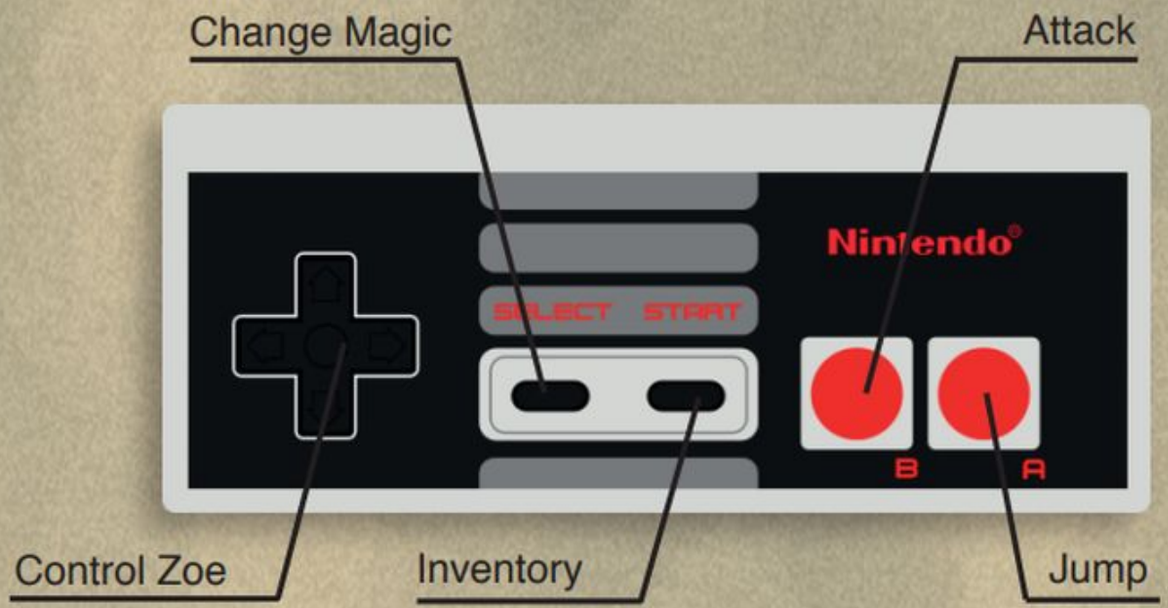
Elden Pixels

Mikael, Alexander, Kevin and Robert

Wake up Zoe…

An evil power plagues the people and it's up to you to set them free. You must travel to the land of Alwa and help the people living there to awaken from their nightmare… You are Zoe, a normal everyday girl who just happens to like to play video games. One late night when she's just enjoying her favourite game she suddenly finds herself dozing off and when she awakens she has been brought into the game and into the land of Alwa.

Solstice Mountain
Darkmoon Village
Altar of Echoes
Void Tower
Town of Westwood
Amethyst Passage
Lost Cemetary
Gloom Lake
Amber Sacellum
Shrine of Sea Monk
Central Alwa
Forsaken Valley
Sacellum Depths
Underground Chamber
Stone Cellar



Controlling Zoe

Use left and right to control Zoe and up and down to climb ladders.
You can also crouch by pressing down.

Press JUMP to jump. If you tap quickly you do a low jump but if you press and hold down the button you jump higher. Press ATTACK to attack enemies with the staff and hold UP+ATTACK to use the magic power currently selected.

Change magic with the SELECT button. The START button opens your inventory.

Starting a new game

Select one of the three save files and press START to start a new adventure.

Loading a game

When starting the game select START GAME and then choose a save file to continue playing. You can also delete a save file by selecting DELETE SAVE FILE and pressing JUMP. Then choose which save file to delete and press JUMP again.

Upgrading your staff

Collect different gemstones to upgrade your staff. There are five different stones to collect and finding them all is essential for your adventure in Alwa. They are automatically equipped when you pick them up.

Green

Gives you the ability to create a green block. The block can also be used to block fire projectiles.

Blue

Use this to create a bubble that float upwards. By jumping on it you can reach higher places!

Yellow

Gives you the ability to perform an offensive magic attack. Use it to shoot enemies from a distance and to open certain doors.

You can also find upgrades to some of these gemstones. These are all important to find in order to save Alwa. When you've found an upgrade a small star is displayed next to the icon.

Portals / Warps

Spread out through the land of Alwa are different WARPS. You activate one by entering the correct room. By using these you can instantly travel between different areas which saves a lot of time. Warps are marked on your map with a W icon.

How to talk to characters

The land of Alwa is filled with interesting characters that'll help you in your journey.
To engage in a conversation with someone just stand next to them and press ATTACK.

TIP: You can always skip the dialogue by pressing ATTACK.

Objective of the game

In order to save the land of Alwa you must seek out the four Protectors, destroy them and collect their specific items. When you have collected them all, the path to your final challenge will open up. Each Protector is marked on the map but it's up to you to find the correct way and the tools neccessary to reach them.

You must defeat Vicar to save the land. Are you strong enough to save Alwa?

Saving your Game / Checkpoints

You can save your progress by lighting the flame in a Checkpoint Room. Your game will then be saved and you can start where you left off the last time you played. Go near the flame and press UP to light a flame. The game also saves when you pick up a new Gemstone or item. If your energy is fully drained you'll respawn at this checkpoint.

Tip: Remember to save often! Save rooms are always marked with stars so keep an eye out!

Reading the Game Display

1. This shows the current magic that you have equipped.
2. Mana Meter needed for using magic. Refills automatically after each use.
3. This is the name of the area you're currently in. If you enter a boss room it changes so it displays the name of the boss.
4. Numbers of Blue Orbs you have collected. There are a total of 99 in the land of Alwa.
5. If your Flask is filled with water it will automatically replenish your health when it reaches zero. But only if you get hit by a non-lethal enemy or object.
6. This shows Zoe's health. Getting hit by enemies depletes your health. If it reaches zero you respawn at the latest activated checkpoint.

How to understand the sub-screens

If you press START you can access your Inventory screen. You first need to find the MAP item before the rooms you visited are shown on the map.

- **MAGIC** - This shows the current magic you have equipped.
- **ITEMS** - The different items you have collected.
- **OTHER** - The Boss Items you have collected, keys, Stone Tablet pieces and the number of Blue Orbs found.

- **MAP** - Shows rooms you have visited and the location of the Protectors.

Also shows Checkpoints and WARPS.

- **SUB-MAP** - Shows the number of Blue Orbs you have found in each area.

Use left and right on the controller to switch between the different areas.

- **QUIT GAME** - Press down once and then press JUMP to quit to the main menu.

Losing the game

If you lose all your health it's Game Over. From the Game Over screen, select Continue to go on with your quest or select End to go to the Main Menu.

Collecting all the items

You can find many items on your adventure. Just go near an item and you will pick it up and automatically equip it.

Map

Shows the land of Alwa and the rooms you have visited.

Book Of Sutter

Doubles the amount of damage you deal with your staff.

Flask

Can be filled with water from wells. Replenishes health when used.

Copper Coin

A shiny object that looks very valuable.

Big Key

Opens up the locked door in Amethyst Passage.

Eye Of The Beholder

Makes you see things that normally are invisible.

Blue Orbs

Collect Blue Orbs to become more powerful when fighting the Protectors. There are 99 in total in the land of Alwa and if you check your INVENTORY you can see how many you've found in each area.

Boss Items

When you defeat the four Protectors they each drop a unique item. You will need all four to unlock the path leading up to your final challenge. Each item will be displayed on your Inventory Screen.

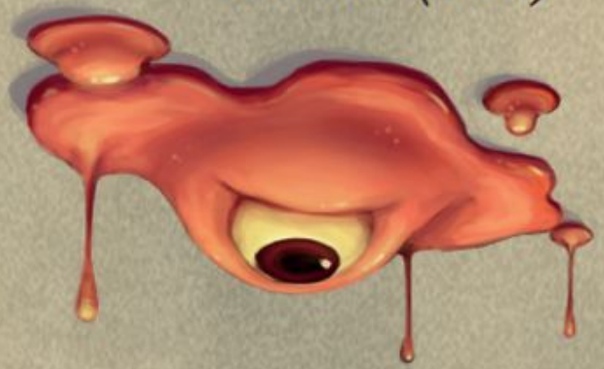
Kragen

Mela

Kraaler (Green)

Chuck

Kraaler (Red)



Bonefire

Sander

Valo (Red)

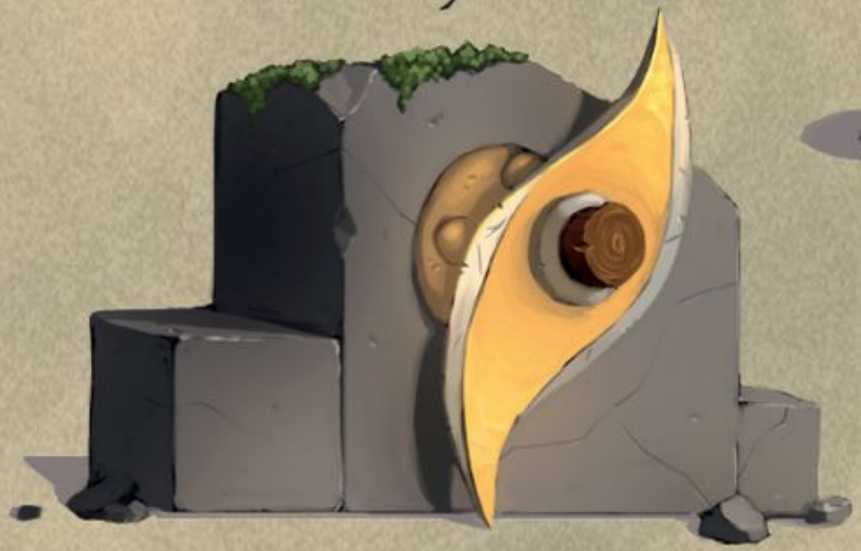
Cryzard

Torne

Vinge
Firefox
Chuck (Red)

Gast (Purple)

Vedyxa



Gast

Blaargher
Kragen (Green)
Magiker

Valo (Blue)

Torne (Lightning Bolt)

Keira

Ghoul
Plime
Silverfox
Oga

Hints

- Your magic block can protect you from enemy projectiles.
- Always explore your surroundings! The land of Alwa is filled with secrets.
- Collecting Blue Orbs helps you when fighting the Protectors, so make sure you pick them all up!
- Always check your map to see where you should go next.
- Remember to come back to areas when you have unlocked new abilities. New paths may have opened.
- Throughout the land you can find pieces from a stone tablet. If you collect them all something interesting might happen...

Support Information

ALWA'S AWAKENING is an extremely powerful entertainment product and incorporates state-of-the-art hi-definition graphics, sound and music so it's important you follow the instructions CAREFULLY and VERY ACCURATELY. Please enjoy this entertainment product responsibly. Contact us if you have any questions about the game or this cartridge.

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All enemy illustrations made by Tobias Mattsson - www.koreru.se
Zoe illustration made by Manuel Samolo - www.samoloinc.com

Elden Pixels

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Pixel Artist - Alexander Berggren

Special thanks to everyone who helped us to make this game!

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Notes

Notes

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